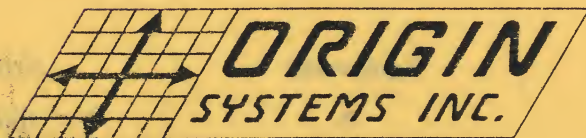


MAGIC SPELLS

Wizard	Spell/Cost	Cleric
REPOND	A:0pts	PONTORI
MITTAR	B:5pts	APPAR UNEM
LORUM	C:10pts	SANCTU
DOR ACRON	D:15pts	LUMINAE
SUR ACRON	E:20pts	REC SU
FULGAR	F:25pts	REC DU
DAG ACRON	G:30pts	LIB REC
MENTAR	H:35pts	ALCORT
DAG LORUM	I:40pts	SEQUITU
FAL DIVI	J:45pts	SOMINAE

ADVANCED SPELLS

NOXUM	K:50pts	SANCTU MANI
DECORP	L:55pts	VIDEA
ALTAIR	M:60pts	EXCUUN
DAG MENTAR	N:65pts	SURMANDUM
NECORP	O:70pts	ZXKUQYB
(P:75pts	ANJU SERMANI
)		



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EXODUS: ULTIMA™ III

ATARI* VERSION



PLAYER REFERENCE CARD

Designed
By Lord British

Atari Conversion
By Chuckles

COMMANDS

Attack — Attack attempts to damage foe with "ready weapons", must be owed by the direction of thy foe.

Board — Board a frigate or mount a horse.

Cast — Cast a magic spell; must be followed by the player number cept during combat), spell type (W/C) when needed, and the spell letter.

Descend — Climb down a ladder to the next lower dungeon level.

Enter — Go into places such as town, castles and dungeons.

Fire — Fire a ship's cannons (once thou hast boarded), in direction icated in an attempt to obliterate thy foes.

Get chest — Open chest; must be followed by the player number who will rch for traps, open the chest and acquire contents.

Hand equipment — Trades equipment between two players; followed by aries of prompts to determine what is to be traded between which players.

Ignite a torch — Lights a given players torch.

Join gold — Gives all gold in party to player indicated.

Klimb — Climb up a ladder to the next higher dungeon level or surface.

Look — Identifies object in given direction.

Modify order — Exchanges the positions of any two players indicated hin the party.

Negate time — Stops (negates) time for all outside of thy party. Negate uires a special item.

Other command — Allows a player to enter a command not given in this but rather determined during game play.

Peer at a gem — Players with certain special items may see a magical map urrent terrain, one use per item.

Quit and Save — Saves the current game progress to disk; thou may tinue or power down. Upon thy next play, the game will resume where u last saved the game or entered a town.

Ready weapon — Equips a player with the weapon of thy choice, if ed, for use in combat.

Steal — Attempts to steal chests from behind store counters, success ed on thieving ability.

Transact — Allows a player to trade with shops or talk to townspeople in er to collect clues vital to winning the game.

Unlock — Opens doors if you have a key. Unlock must be followed by direction of the door and whose key is to be used. One use per key.

V) Volume — Toggles sound effects on and off.

W) Wear armour — Outfits a player with the armour of thy choice, if owned, for defence in combat.

X) Xit — That's exit, dismount horse or leave frigate.

Y) Yell — Allows player to yell any word one feels, may be useful.

Z) Ztatus — Displays a players status, attributes, and possessions. The "return" key scrolls through list and "esc" returns to normal play.

DIRECTION OF MOVEMENT KEYS

"Return" or "	=	" — North or Forward
" / " or "	⌋	" — South or Retreat
"	*	" — East or Turn Right
"	+	" — West or Turn Left

SPECIAL KEYS

0-4 Indicates player number when asked (0 indicates no player).

Space — Pass one game turn while taking no action.

Copy Utility — To create a **Scenario** disk, press "C" as you turn on your computer and follow the prompts.

Press the space bar during the boot-up sequence to proceed immediately to the main menu.

WEAPONS & ARMOUR (a partial list)

Weapons	Equipment	Armour
Hands	A	Skin
Dagger	B	Cloth
Mace	C	Leather
Sling	D	Chain
Axe	E	Plate
Bow	F	
Sword	G	
2-H-Sword	H	